

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play.
- Do not use the console when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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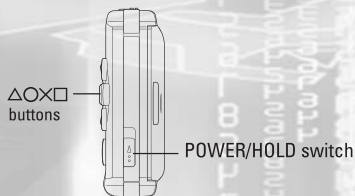
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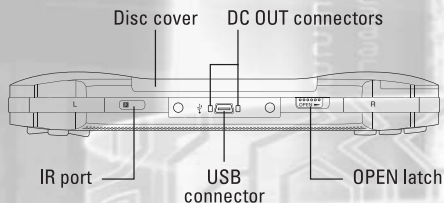


GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT **Coded Arms Contagion** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **×** button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

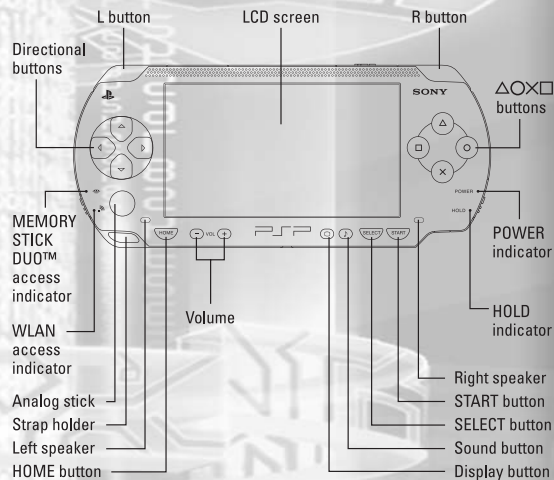
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

CONTROLS

PSP® (PlayStation®Portable) system configuration



MENU CONTROLS

Navigate menu/Highlight menu item	directional buttons or analog stick
Select Highlighted Menu item	×
Previous Screen/Return to Main Menu	△

CHARACTER MOVEMENT AND ACTION

*The following explanation covers the default controller Configuration; Type A. You can select from among five controller configurations in the Controls menu: A, B, C, D, and E

Move Forward/Backward and Strafe Left/Right	analog stick
Look Up	△
Look Down	×
Look Left	□
Look Right	○
Fire or Throw Weapon/Open Door/ Activate Terminal/Initiate Hack	R button
Jump	L button
Weapon Select	directional button ←
Reload Weapon	directional button →
Toggle Weapon Zoom	directional button ↑
Activate/Deactivate Lock-On / Change ammo type	directional button ↓
Activate/Deactivate Enhanced Scanning	SELECT button
Open Pause Menu	START button



STORY

PROLOGUE

A.I.D.A., an abandoned combat simulation program, had spread aggressively throughout the Earth's networks. Absorbing all the information it encountered, the program evolved into a twisted data store of valuable information. A.I.D.A.'s warped architecture required users to completely digitize their personalities to jack in; risking their lives for access to the rich cache of data.

Despite the danger, or perhaps because of it, the simulation became a popular proving ground for die-hard gamers and elite hackers. Although authorities outlawed entry into the deadly program, users continued to jack in to A.I.D.A. seeking fame and fortune; they became known as "Coded Ones."

After a massive undertaking, A.I.D.A. has finally been contained. Its code rewritten, the program is once again restricted for use in military training exercises. Active testing is in progress as the final touches are being applied to bring the system back online.

Special Agent Jacob Grant is part of an elite Special Forces unit brought in to test and analyze the effectiveness of the reactivated A.I.D.A. system. At first, everything about the operation is routine—Grant and his team run diagnostics on their weapons and perform standard combat drills...

But, before long, it becomes clear that the situation within A.I.D.A. is far from stable.

CHARACTERS

Major Jacob Grant

Major Jacob Grant is a resourceful and intelligent special agent, trained in various weapon skills and specializing in computer systems and hacking. Grant's mission requires him to enter the A.I.D.A. battle simulation and assist in the testing of combat training programs and internal security systems.



General Peter Clark

General Peter Clark is a battle-hardened war hero, now assigned the task of overseeing A.I.D.A.'s reactivation. The General's skeptical attitude and no-nonsense philosophy play a serious role in his decision making when his troops are sent into potentially volatile combat situations.



STARTING THE GAME

TITLE SCREEN

At the title screen press the START button to access the Main Menu.



PROFILE MENU

Load a previously created Profile or create a new one. If this is your first time playing Coded Arms Contagion, select Create Profile to create a new Profile. You will be prompted to use the on-screen keyboard to enter a name for your new Profile. When you're finished, highlight DONE and press X to save your Profile to a Memory Stick Duo™ and continue. After creating or loading your Profile you will be taken to the Main Menu.



Note: For more information on using the on-screen keyboard, please refer to the PSP® system instruction manual.



MAIN MENU

- **Single Player**

Start or continue the single player game.

For more information, see **Single Player**, below.

- **Multiplayer**

Engage up to 7 other players in combat using the PSP®'s wireless capabilities.

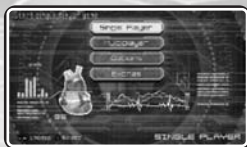
For more information see **Multiplayer**, pg. 12.

- **Settings**

Adjust various game settings.

- **Extras**

View concept art and FMVs.



SINGLE PLAYER

SINGLE PLAYER MENU

Begin or continue a single player game.

- **New Game**

Begin a single player game.

- **Load Game**

Load a saved game.

- **Profile Stats**

View your profile's statistics for all difficulties.



NEW GAME MENU

Choose the level of difficulty for the new single player game. The levels of difficulty are:

- **Easy**

For wide-eyed recruits.

- **Normal**

For experienced soldiers.

- **Hard**

For battle-hardened veterans.



NOTE: You will not be able to change the difficulty level once the game has begun.



Main Terminal

MAIN TERMINAL

Adjust various settings before playing a mission. You can also view and save game data.

- **Missions**

Start a mission.

- **Load Game**

Load a saved game.

- **Save Game**

Save current game progress.

- **Mission Stats**

View mission statistics for the current difficulty.

- **Plugins**

Equip weapons obtained during missions and upgrade the performance of your weapons and battle suit.

- **Settings**

Adjust various game settings.

- **Jack Out**

Quit the current game and return to the Single Player Menu.

MISSIONS

Play as Major Jacob Grant as he battles through the A.I.D.A. combat simulator. New missions will become available as you progress through the game.



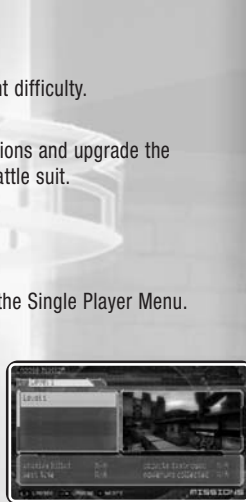
Completing a mission will also unlock trials based on the mission. These trials offer new challenges and award additional upgrade modules upon completion.

SETTINGS

Select your preferred controller configuration and adjust various settings.

- **Controls**

Select from among five different controller configurations.



Options

Adjust the various settings including sound volume, look speed, and y-axis inversion.

PLUGINS

PLUGINS

Equip weapons obtained during missions and upgrade the performance of your weapons and battle suit.

• Equip

View and equip weapons from your arsenal.

• Upgrade

Upgrade the performance of your weapons and battle suit.



EQUIP

Equip weapon plugins that you've obtained so they can be used. There are three extra slots available.

Slot 1: This slot is reserved for the pistol.

Slot 2: This slot is available for equipping small weapons.

Slot 3: This slot is available for equipping small or medium weapons.

Slot 4: This slot is available for equipping any weapon, no matter its weight.

Slot 5: This slot is reserved for grenades.



UPGRADE

Use Upgrade Modules obtained during missions to enhance your weapons and battle suit.

• Available Weapon Upgrades

Damage: Increase the damage inflicted by the weapon

Rate of Fire: Increase the weapon's rate of fire

Clip Size: Increase the capacity of the weapon's ammo clip.

Reload Time: Decrease the weapon's reload time.



Range: Increase the range of the weapon.

Charge Time: Reduce the time needed for a weapon to reach full power.

Blast Radius: Increase a weapon's blast radius.

Spin-up Time: Decrease the time needed to spin-up the weapon

Drain Rate: Increase the rate of health the weapon drains

• Available Battle Suit Upgrades

Map Detail: increase the resolution of the map radar

Visor Battery: Increase the life of the visor battery

Health: Increase your maximum health

Armor Rating: Increase the defense rating of the suit; reducing damage taken from enemy attacks.

Note: Weapons can only be upgraded to their current level. By finding and obtaining additional weapon pickups, the level will increase to allow further upgrades.

GAME SCREEN



• **Map** – 3D mini map displaying the current room geometry.

• **Weapons** – Displays the weapons you are armed with. The currently equipped weapon is highlighted.

• **Ammunition Type** – Displays the loaded ammo type for the currently equipped weapon; only applicable for the RPG, Grenade Launcher and Grenades.

• **Ammunition Gauge** – Displays the amount of ammo remaining in the current magazine and the total amount of ammo remaining for the currently equipped weapon.

• **Health Gauge** – Displays your remaining health.



- **Visor Battery Gauge** – Displays the remaining amount of battery charge for the visor.
- **Damage Indicator** – HUD element that flashes when damage is taken. The location of the flash onscreen indicates the direction the damage originated from.

TARGET LOCK-ON

The battle suit's visor has a target lock-on system that provides aim assist with several weapons. Press the Lock-On button to lock-on to the enemy closest to your crosshairs. The lock-on fixes your crosshairs to the target, allowing you to circle strafe the enemy.



Pressing one of the look buttons while locked-on will switch your target to the nearest enemy in the selected direction.

The lock-on will disengage if you press the Lock-On button again or you lose sight of the target.

Note: The target lock-on assist is not available for the Grenade, RPG or Grenade Launcher. Pressing Lock-On will cycle through different ammo types available for those weapons.

ENHANCED SCANNING

The battle suit's visor has enhanced scanning functionality that displays the virtual environment in detailed geometry and highlights enemy presence through solid objects. Press the SELECT button to activate and deactivate enhanced scanning.



Enhanced scanning is powered by the visor battery that recharges while enhanced scanning is deactivated. When drained completely, enhanced scanning will shut down until battery levels have recharged.

HACKING

During missions you will encounter a number of A.I.D.A. systems that may be hacked. These systems include control consoles and secured doors that will be indicated by your HUD when you move close to them.



Initializing the hacking interface will bring up rows of numbers divided by two columns. For each row there will be a number in the right column that matches a number in the left column. To hack the system you must select the matching number for each row of numbers within the allotted time.

You will be prone to enemy attacks during a hack so be careful when initiating one. If you need to abort a hack press the Jump button, but beware; aborting or failing a hack will alert A.I.D.A.'s security system to your presence, calling enemies to your location.

PAUSE MENU

Pressing the START button at any time during a mission opens the Pause Menu.



• Map

View a 3D map of the mission.

• Mission Log

View information on the current mission including objectives, received messages and game play statistics.

• Load Game

Load a previously saved game.

• Settings

Adjust various game settings.

For more information, see **Settings**, pg. 7.

• Restart

Restart the mission.

• Jack Out

Quit the current game and return to the Single Player Menu.

DATA TERMINAL

Accessing a Data Terminal during a mission will bring up the Data Terminal menu. This menu contains all the items found in the Pause Menu with the addition of Save Game and Plugins.



Data Terminal

• Save Game

Save current game progress.



Terminal Menu



- **Plugins**

Equip weapons obtained during missions and upgrade the performance of your weapons and battle suit.

For more information see **Plugins**, pg. 8.

Note: During combat, the Data Terminal will turn red and be inaccessible until things quiet down.

MISSION LOG

- **Objectives**

Review the objectives for the mission.

- **Messages**

Review messages received during the mission.

- **Statistics**

Review your statistics for the current mission.



Multiplayer

CODED ARMS CONTAGION ONLINE

Select Multiplayer from the Main Menu to battle against up to seven other **CODED ARMS CONTAGION** players in intense online combat using the PSP® system's Ad Hoc and Infrastructure Modes.



- **Ad Hoc**

Ad Hoc mode is a Wi-Fi feature that allows two to eight individual PSP® systems to communicate directly with each other.



Note: To play **CODED ARMS CONTAGION** via Ad Hoc, you will need at least one opponent with a PSP® system running **CODED ARMS CONTAGION**.

- **Infrastructure**

Infrastructure mode is a Wi-Fi feature that allows the PSP® system to link to a network via a WLAN access point. For further information and setting up details, please refer to the PSP® system's Instruction Manual.

Before you can play **CODED ARMS CONTAGION** online via infrastructure mode, you must have created a valid network connection. If you have already created and saved a network connection, you are good to go. If not, you can use the Network Settings application in the PSP® system software menu under Settings.

Note: For more detailed information on creating a Network Connection, see the PSP® system Instruction Manual.

Note: If you experience connection issues, ensure that the **WLAN Power Save mode** is **OFF**. The **WLAN Power Save** is located in the PSP® system's home menu in **Power Save Settings** of the **Setting Column**.

- **Game Stats**

View multiplayer game play statistics for the current profile.

LOBBY

After establishing a connection via Ad Hoc or Infrastructure, the game Lobby screen will be displayed listing all the hosted games available for you join.



- **Joining a Game**

Using the [UP] and [DOWN] directional buttons, select the game you want to join and confirm your choice by selecting Join Game.

- **Hosting a Game**

Host a multiplayer game by selecting Host Game.

HOST GAME

Choose the settings for the game you wish to host.



- **Map**

Choose from five unique maps to battle in.

- **Game Type**

Choose from three multiplayer game types:

Deathmatch: Shoot it out in a free for all battle. Players are ranked based on the number of kills they've obtained at the conclusion of the game.

Team Deathmatch: Players are assigned to one of two teams and shoot it out for their side. Teams are ranked based on the total number of kills their members have obtained at the conclusion of the game.



Last Man Standing: It's every man for himself, and players do not respawn after they are killed. The last player still alive is the winner.

- **Max Players**

Set the maximum number of players allowed to join your game.

- **Limit Value**

Set the condition for completion of the game to either time limit or number of kills. Not applicable to Last Man Standing.

- **Limit**

Set the time limit or the number of frags one player needs to end the game. Not applicable to Last Man Standing.

- **Room Name**

Enter the name for your hosted game to be displayed in the Game Lobby.

- **Plugins**

Set the weapon plugins available during the game.

- **Create Room**

Create the game room to host a game with the parameters you have selected.

GAME ROOM

Players joining a game will enter the game room created by the host. The host may start the game whenever they are satisfied with the number of players that have joined.



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NOTES

NetBSD

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If you feel stuck in the game, or just need a boost, don't worry!
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Konami Game Hint & Tip Line: 1-650-801-0465

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